(54) Title: AN INTERACTIVE COMPUTER-BASED GAMING SYSTEM
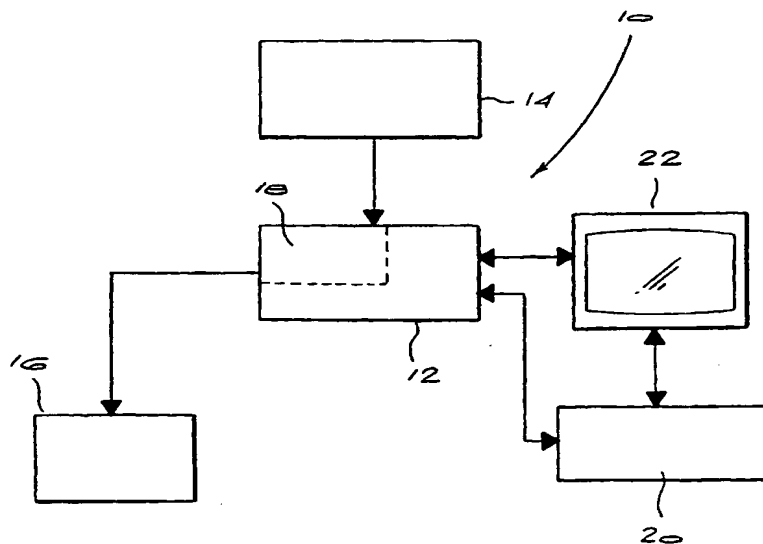
(57) Abstract: An interactive computer-based gaming system (10) includes a display screen (22) comprising a betting card which takes the form of a matrix divided into ten legs. The game commences once a series of ten numbers are drawn by a random number generator (12) and inserted into the legs of the betting card. Thereafter, a first string of winning numbers in a results card is generated, the first string corresponding to the first leg of the betting card. To determine whether a player has won anything involves comparing the winning numbers in each of the columns of the results card to the corresponding legs of the betting card to see whether there are any matching numbers. After the first string of winning numbers is generated, the player has an opportunity of either drawing further strings of winning numbers with a view to obtaining further matches, or withdrawing a portion or all the winnings to date.